

CLAIMS

The below listing of claims replaces all prior versions and listings of claims.

1. (currently amended) A gaming device comprising:

a main display for displaying a main game to a player, the main game granting awards to the player for certain random outcomes of the main game, the main display being located in a main display area defined by boundaries of the main display;

an electronic display other than the main display, the electronic display being an organic light emitting diode (OLED) display controlled to display images, the entire electronic display being located at a position other than over or in the main display area; and

~~a touch detection device over at least a portion of the OLED display for detecting a location touched by the player and carrying out a function corresponding to an image on the OLED display;~~

wherein the OLED display overlies a portion of an outer housing of the gaming device, and

wherein the OLED display is programmed to display a static image of ~~displays~~ an identity of the main game to the player, the OLED display being programmable to display a different identity of the main game if the main game is changed so that no display glass needs to be replaced when reprogramming the main game to have a new identity.

2-4. (cancelled)

5. (original) The device of Claim 1 wherein the main display is an electronic display device.

6. (original) The device of Claim 1 wherein the main display comprises a plurality of rotatable reels.

7. (original) The device of Claim 1 wherein the OLED display is below the main display.

8. (original) The device of Claim 1 wherein the OLED display is above the main display.

9. (original) The device of Claim 1 wherein the OLED display is along a side of the main display.

10. (cancelled)

11. (previously presented) The device of Claim 1 wherein the OLED display is remotely programmable to display the identity of the main game to the player, and the main game is also remotely programmable.

12. (currently amended) A method performed by a gaming device comprising:

conducting a main game on a main display, the main display being located in a main display area defined by boundaries of the main display;

controlling an organic light emitting diode (OLED) display to display images, the OLED display being located in areas other than in an area of the main display, the entire OLED display being located at a position other than over or in the main display area;

~~receiving touch signals from a touch sensitive device overlying at least a portion of the OLED display;~~

~~performing a function pursuant to the touch signals;~~

remotely changing programming of the main game so that the main game has a new identity; and

remotely changing programming of the OLED display to display a static image of the new identity of the main game to the player so that no display glass needs to be replaced when reprogramming the main game to have a new identity.

13. (original) The method of Claim 12 wherein the OLED display is below the main display.

14. (original) The method of Claim 12 wherein the OLED display is above the main display.

15. (original) The method of Claim 12 wherein the OLED display is along a side of the main display.

16-21. (cancelled)